

# Home

An August Specialist Publication

# Computing

## WEEKLY

No. 83  
Oct 9-15, 1984

45p

**Latest software reviews for:**  
Commodore 64,  
Spectrum, BBC,  
Electron,  
Amstrad,  
VIC-20

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U.S. Scene ...

**TITANIC**  
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### The BASIC problem

Working with a computer at school isn't always an advantage if you're going on to study computing at college, according to a professor of cybernetics in Reading University. In some cases it can be a drawback — despite having picked up when programming at BASIC will have to be solved before students can achieve anything of real difficulty.

Professor Peter Fallgren recently aired his views in a letter to the Daily Telegraph. "It was a real cri de coeur," he

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### Labour on-line

The Labour Party has started its own scheme to take full advantage of the facilities available on Microcom 8000. The scheme will set up a 100-page area on the 80,000 pages of information available through Microcom.

Dr Jeremy Bree, shadow spokesman for information technology, said: "Microcom is a very good way for us to establish a grass-roots computer network. We can link together a great number of people who are really busy and who are concerned in local community work."

He went on: "Microcom will help us with our election organisation and policy-oriented work. MPs will also be able to handle down the country, both from the election-board side and also in finding

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# Home Computing WEEKLY

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WEEKLY  
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<b>Readers</b> we welcome your programs, articles and tips.	
<b>Software houses</b> send your software for review to the editor at the address below. And contact him for competitions and other promotions, too.	

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Argus Specialist Publications Ltd  
No.1 Golden Square, London W1R 5AL, 01-497 0626

Home Computing Weekly is published on Tuesdays. Subscriptions and back issues: Inform Ltd, 16-17 Tonnage House, 179 Midway, Broad Wingwood, Harlow, Essex, Essex SS17 6JL (0202 49421). Telephone orders: Argus Press Sales and Distribution Ltd, 10-11 Park Street, London EC2A 4HS. 01-247 5511. Printed by William Pearson at "New Ltd", 101 London Rd, Huddersfield. News, Design and composition: BMD Design, 21 Mount Street, 26 Little Portland Street, 2, South Molton St.



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## Labour

From front page

out new members who may register their interest in volunteering support in their local constituency level."

"We expect to have 100 users in the first few months," he continued, "building up to a large number later on. Member ship costs £10 off-line and an additional £10 if you want to go on-line. Within 20 minutes of starting up our pilot scheme we had users asking for membership."

Dr Bray thinks that the Labour Party is using Milnet differently from other political parties because it is not a centrally organised project but rather relies on the active participation of its users. "We are building much more on the spontaneous enthusiasm of company users, and we think this will be much more effective," he said.

The project is costing the Labour Party £1,000 for the first six months, and it is intended that the scheme should then become self-financing.

Dr Bray has 30 years of experience in the computing field. "Labour has always been at the vanguard of information technology," he said, "it's all very well to talk about leading the way, but some of us are used to it in the first place."

Dr Bray learnt his profession on IDGAC, the first computer in Britain, and he was responsible for introducing the priority to economic modelling in the 1960s, and then in the 1970s he secured public access to modelling.

Roger Ward, who has been appointed as manager of the Milnet project, thanks Milnet for eventually replacing the Party's current reliance on paper communications. He said: "Our local committees have been criticised slow at previous. Most local party groups only meet once a month, and if you need a circular to branch members, it might not reach the members for weeks."

## BASIC

From front page

need. To quote his boss, "Some of us find that poor programming in poor computer languages is an actual hindrance to competence in real computer usage here at."

"Computer aided teaching seldom rises above the level of mechanistic programmed learning," he wrote. And the problem is a fundamental one — it's all down to BASIC.



Dr Jeremy Bray, MP, with Tina Schreiner, Milnet managing director

Paul Feltgen explained: "BASIC belongs to the Harvard group of languages, which has never had the right approach to addressing computers. It was all wrong from the beginning. There's been a lot of commercialised BASIC, and so it has a very unnecessarily complicated nature. What you really need is a language which has discipline, control and clarity, and enables you to formulate ideas correctly."

But Paul Feltgen doesn't see Feltgen as the answer to all computer problems. "It's a partial language, not one which is lacking very much."

As well as having to re-educate young computer students and rid them of some bad habits, university lecturers come face to face with keyboard jockeys. Professor Feltgen explained the term: "It's someone who becomes quite obsessive about computers. It's like the way in which card-playing completely takes over some people. The keyboard jockey spends all his working hours in the keyboard, but what he's doing isn't productive. It's true, he does gain enormous knowledge of how the machine works but he's still only using it in play games."

Paul Feltgen recalled the shocking tale of a programmer who found his way into someone's premises and was playing on a computer in the evenings. Several times he was prevented from returning to use the computer, and when he finally found that he could no longer use the machine, he killed himself.

That's an extreme case of a problem which is unrecognised occasionally. As far as Professor Feltgen is concerned, the best attitude to computers is the down-to-earth one: "It's really only a tool, and should be

thought of like a screw. You reach it as when you want to use it. That's how to make proper use of the possibilities open to us."

Professor Feltgen was unimpressed about the "Holy Grail" attitude which it provides. "It isn't, it's like the South Sea bubble and everything has been reassessed. You just have to look at the papers to see how many computer companies are folding each week. The bubble has now burst, and everything will be done."

To take some advice from a specialist, don't let those non-coloured spectacles and look at computers in the harsh light of day, if you want to make the most of their capabilities. And don't be embarrassed if you've never had access to computers at school — you could still go to college and become a computer programmer.

## Macbeth on your micro

The answer came to computer poets — now Macbeth is the one of the latest offerings from Creative Sparks.

It's a graphic adventure which combines education and entertainment. Macbeth — the Computer Adventure is based on Shakespeare's original, and for the price — £14.95 — you also get a full edition of the text. You'll be at an advantage if you already know the text.

Due to be launched in early October, the adventure comes in two fun-loading versions. There are four independent adventures which must be completed, and protagonists' catch phrases which involve you in working out the aims and motivations of the leading characters.

David Gearing of Shore Hill said: "This ingenious package breaks new ground for adventure games. Macbeth is a splendid game, full of completed scenes and characters in different meanings and alive with fresh possibilities."

Creative Sparks, Thomas Hill, 261 Parkborough Rd, Ayr, North Ayr, West

## It's touch and go

"How anyone can master the home computer" is the slogan being used to promote the new Teachmaster. Teachmaster is not ideal for any version, where the keyboard is impractical or unusable —

graphics, teaching pre-school children, adventure and strategy games.

Teachmaster is British designed, developed and manufactured and comes in an A4-size touch sensitive pad which contains its own microprocessor and interfaces to your computer. Changes can be played on the screen for a variety of games and programs.

Teachmaster, the company, is owned by France, which is part of the Professional Assessment group. The product has nine new models to develop and Teachmaster is currently negotiating with a number of software houses, including Amtek and Comex, to produce software — at rather "blackboard" — before Christmas.

Teachmaster will consist of the pre-recorded content, handled with a printed overlay sheet and instruction booklet in a distinctive package. A broad range of 30 units of knowledge is scheduled to be launched before Christmas.

Teachmaster will cost £19.95 and should be available from most major outlets. Teachmaster will cost £149.95, for which price you get all its software, literature for teachers, applications, plus the multimedia program which is available on video.

Teachmaster is aimed at the number of home computer owners who are growing dissatisfied with computer games. You can write your own programs and experiments with all the facilities now open to you. Teachmaster can interface with the Spectrum, Commodore 64, BBC, Dragon and VIC 20, and Amstrad and MSX versions are planned.

Teachmaster measures 210 x 290 mm and has a resolution of 256 x 128. You use the video to draw, and key press. You immediately see your drawing on screen.

Teachmaster, PO Box 1, Port Talbot, W Glamorgan SA12 1BW

## 'We are moving ahead'

In the latest round of clean and courteous claims, Commodore's UK boss told his company, in effect to take the lead in home computer sales.

As present they were leading with 34 per cent each, and general manager Howard Benworth at the official launch of the Commodore Plus/4 and Commodore 16.

He said Commodore had





At the mouth of a gun

been shared for some time in value lost. But now, according to Gallup, manufacturers had increased from 34 per cent at the end of 1982 to 34 per cent at the first half of this year.

The Commodore Plus/4, at £350 claimed to bridge the gap between business and home computing, has 64K of RAM and four built-in software packages word processing, spreadsheet, file management and business graphics.

The Commodore 16, intended to replace the VIC-20, is sold in a £140 starter pack with a cassette player, BASIC manual and four new programs: *Wolf Hunt*, *Planet Bomber*, *XZAP*, *Punchy* and *Street Chase*.

There are also two new printers, both at £160 (the 48K bit colour dot matrix printer and the EPS 1104 for "letter quality" output).

Mr. Sturgesworth said he believed that the cheapest costing software houses would soon start, with more companies going public.

Commodore planned to set many marketing techniques, similar to those it had used to sell hardware, to promote its software, marketed to be a £1800 a year cost per year.

• Mr. Sturgesworth claimed that the Commodore 16 had 60 per cent of the world market and that it would continue to be the company's No 1 volume product.

Commodore, 835 Apple Ave, Scotch, Berlin SE1 4BG

## Stars host launch

Quicksilver announced its new Christmas range of games as a pre-PCW show launch which starred Anne Hingborough,

Rufus Coo decocky, Prince Charles and Princess Diana. Arrivals at Mason's were greeted by the royal couple who looked as good as the people they looked as. Princess Diana had left hospital with her arm on the day before. The royal look alike acted as master of ceremonies, although ever-present Princess Diana lost her Quicksilver account was much in evidence.

Zombie Zambie, by the author of *Am Attack*, is a 90 game for the Spectrum, while *Sherman's Day* is £50 as the series based on the comic 2000 AD. Blood and Guts involves the players invading royal parts of the body to remove its stage. *Quicksilver* claims that the body is represented with accuracy. Also new are *Pro Darts*, *Barflygon*, *Mega Miro*, *Moon*, *Castle of Illusions* and *Dragon of the Am Attack* is now available for the C64 64, while *Outpost* is an original arcade game for the Atari.

Quicksilver, 11 Paternoster Rd, Southampton

## Win with fizzy drinks

Three complete Spectrum systems can be won as a competition being run by the National Association of Soft Drinks. Manual entries included in the top three are a 48K Spectrum, 14-inch portable colour TV and tape cassette player as well as two computer games.

There will also be three signed plates of 48K Spectrum and 48 cassette-up will receive pocket electronic games. What you have to do is solve a simple anagram and complete a 100-breaker machine. Your entry

must be accompanied by six bottle caps from large reusable soft drinks bottles.

The competition is awarded in previous sales of drinks as reusable glass bottles and the prize will be awarded on a monthly basis, in December 1984, January and March 1985.

If you are not one of the prize winners, your entry is forwarded to the next draw, when you stand another chance of winning.

You can get hold of an entry form from grocers or supermarkets who will be displaying a poster of participating in the competition. Entry forms should also be distributed through your local area.

National Association of Soft Drinks Manufacturers, The Grosvenor, 2 Woolly Rd, Farnborough, Hants GU14 4LP

## MSX

Activision is bringing the MSX system with a range of six titles, *Beastmaster*, *Demolition*, *Fullfill II*, *River Raid* and *Space Shuttle* and *Zang* are the main programs, which will cost £11.99 and will of course run on any MSX machine.

Activision, c/o Ray Mudge Agency, 137 Farnham Rd, Moulsham, Essex SS16 5AP

## Santa arrives

Although it may seem early days, Christmas games has announced its Christmas game, *Spirit Delivery*. The character is none other than Santa himself, who must be guided across the city, delivering his presents from the clouds.

There are five variants and seasonal music and graphics on the scene. Scheduled for release in early October, the game costs £5.95 for 48K Spectrum, £7.95 for C64 64 (also loading required) and £9.95 for 128K Atari.

Christmas Spirit, Thompson Ltd, Farnborough Rd, Farnborough, Hants

## Teaching on screen

Master Class has announced three additions to its range of video resources to be used as aids to programming: *VIC 20 Levels 1 and 2*, and *An Introduction to the BBC 280 Business System*.

David Reddell demonstrates programming and shows you

how to write your own programs. On each video cassette two BASIC programs are included, which can be transferred to your computer.

The video cassettes are available for VHS and Betamax and cost £19.95 each. They last about an hour.

Master Class, Walsley Brothers, 137 Farnham Road, Moulsham, Chelmsford, Essex CM1 3PD

## Roland Rat's adventure

Games has announced three new games which should be in the shops by mid-November, and two of the three feature *Hammerhead* and *King Island*. *Rat* will be making his debut debut with a 40-screen "mega-adventure" for Commodore and Spectrum.

*Hammerhead II* *Quadrangle's* *Beverly* is a five-stage game, which costs £7.95 for the Commodore 64 and £9.95 for the 48K Spectrum.

*Rat* features *Rat* is an adventure game, with *King* on a visit to the *Hammerhead*, where he takes the roller coaster. Price £7.95 for C64 64 and £9.95 for 48K Spectrum.

A TV advertising campaign will back these new releases over the Christmas holidays.

Games, 4 Grand St, Manchester M2 3AG



Programmer Tony Postrel trip to

Blackpool

## Briefly

Complete Microcomputer Systems has brought out a new word game for the BBC. It's called *Image* and can be played by up to four people. Your computer deals you 12 random words each, displays a pool of terminology, and leaves you to make up sentences. You gain points for accuracy. The rules of grammar are adhered to, but



**HEWLETT** **PACKARD** **ENTERPRISES**

the first of the game is to make up several accounts. Log-in on E3 '99, and the first 1,000 buyers will be eligible for a free keyboard overlay. Spectrum, C&H and Q4 versions are allowed.

Computer Management Systems, 21-23 Dumbarton Road, London NW6 5SA

Make your own software look professional with easily recognizable, instantly identifiable Tape Tabs. Tape Tabs has brought our sense of order with different designs specifically for software categories. Each set of 10 includes programs to use for different groups of programs, and the same cards are all in full-color with space for you to fill in your program details on the spot. Cost: \$15.00 each.

Tiger Racing, 40 Oxford Street,  
London SW1P 3JF

The Fort Texas Insurrections wreath convention will be held at the Ritz, Wharfedale St. West, Manchester on Saturday 2nd November. For details contact: TI Unit group, 40 Barfield, Pritchard, Giggleswick BN1 8LP. Tel: 0771 50054.

Introducing Geography has produced a few computer simulations which aim to help learners acquire a geographer's eye. The video broadcasts on the same and provide background information, while discs can be ordered from the RSC.

The three discs cost £20 and the order number is 15384/0 563 0264/2. Aimed at the 16-12 year age range, the programs are designed to combine fun with education.

Dr. J. H. J. van der Vliet  
144 Grosvenor St., London  
W1C 7JF

**B&B.** Birmingham's local radio, in featuring a new computer show *Scheduled for broadcast at 3 p.m. on Mondays from Jan. 10 to 14, the show will be concentrating on basic knowledge of computing. Two children will be B&B's guests on the show each week to answer listeners' and B&B's e-mail questions in the Birmingham area who are interested in using the show.*

The Authors: Steven, PhD, MPH, Director,  
PHU, 2001 S-10, University Avenue, 4

Symantec International has launched a series of books encompassing software for the ABC. Currently available are the user and purchase index.

den and neck control and movement den. (Bass 1991)

**Speakers' Interviews and Story  
telling, Class: The People  
of the World's World**

Acornsoft is launching 20 new titles in a pre-Christmas blitzing, backed by £150,000 advertising. This is Acornsoft's new 3D spellbinding simulation which was launched in Theme Park. Acornsoft believes this represents the "base of the art" and expects it to become a cult classic.

Downloaded At: 11:53 11 September 2009

IBM is offering on-rack cable assemblies for home computers. There are two systems available, both IBM-compatible. Servo-Flex proven cable and dual drive cable. For details contact Penny Corporation on 81-485-7373.

Prof. Dr. Peter H. Ravn, PhD, MSc, E. Research,  
and Prof. Dr. J. L. Ravn, PhD

Galaxy is Namco's latest offering for the Amstrad Coving £39). It's an arcade game which incorporates multi-key wiring, enabling you to fire, thrust and move simultaneously.

Address	City	State	Zip
10000	10000	10000	10000

**Are you a winner?**

132 winning votes to the Richard Wilcox spot, the difficult campaign — 24 Alan Winters and 138 Spencer winners. There were 9 abstentions.

[illegible]

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 Joseph Smith, Edward Smith,  
 George M. Smith, Charles Smith,  
 and Joseph Smith, Jr. & Wm.  
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 Smith, Martin Smith, William  
 Smith, J. P. Smith, George Smith,  
 Joseph Smith, Jr., and Mr. J.  
 Smith, Jr. and Mr. J. Smith, Jr.

[illegible]

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Douglas Bellini Brian Taylor Patricia  
 Mr. & Mrs. Charles Lloyd Hagedorn  
 Ronald Eugene Hagedorn  
 Mrs. William Hagedorn

[illegible]

Birmingham, Miss. P. Bruce, President  
 Kansas City, Mo. J. J.  
 Long Beach, Calif. J. J.

[illegible]

1998

## More winners

20. winning access to the  
 telephone spot, the difference  
 was not. There were 2  
 differences.

[illegible]

Matt. Polak, London (W2); Mr Peter Russell, Wals. A Campbell, Chesham; Mr Ross, London (E17); D. Mord, Portsmouth; Mr. Mayne, S. Devon; L. Lyons, A. Campbell, Chesham; T. F. James, Walsley; A. & M. Roberts, Walsley; Mrs. Thelwell, Sandhurst; Henry, T. & Brock, Walsley; S. M. Brock, Walsley; C. Thelwell, Walsley; Mr C. P. Hill, Walsley; F. M. Jackson, Lyons, London (E17).

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Opteron Diagonal words: Star  
Clare Brown Vertical words:  
Derby Day, Omega Omega,  
Olympus

Warning issued to the FBI.

[illegible]









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# A NEW TYPE OF ADVENTURE GAME

Hampstead is an adventure game for would-be social climbers. Speed of reaction isn't so important. What matters is your ability to solve complex problems, which get harder the further you proceed in the game.

Hampstead is a quest, but not for gold. The aim of it is to reach the pinnacle of social status, and acquiring wealth is only one part of the problem. If you wish to go up in the world you also have to gain the admiration and respect of your fellow men, and there's more to that than a fat bank balance.

In Hampstead, it helps to know something about art — or rather, to give the impression you do. You must wear the right clothes, be seen in the right places, live in the right house with the right partner and use the correct mode of transport.

At the start of the game you are a nobody where art is. It is to become a somebody. So be clever, rich and deft and you know it makes sense.

#### Questions People Ask About Hampstead

- Q Is there life after Hampstead?
- A No, Only before and during.
- Q Why do doctors have no jobs in Hampstead?
- A In order that patients by may get the best's completed Courthouse crossroads stacked neatly within.

Hampstead — a new type of adventure game!



Melbourne House







## ATARI PROGRAM

Here's a simple, fun game by Joel Goodwin which you'll find infuriating. You'll spend hours trying to beat it, so be warned: it's addictive

# A-maze-ing!

Here's a simple game for you. You start in the bottom right hand corner of the spiral maze. All you have to do is travel round the maze until you reach the centre, stopping the cross at the middle.

Sounds child's play, doesn't it? Well, it's not. Positioned at the top left hand corner is an evil spirit, and it's out to get you. The spirit isn't restricted by physical barriers, but the walls of the maze. It hovers as on you as if it had a radar, and breathes weapons for you.

If you let the evil spirit touch you, you lose one of your three lives. If you're successful and reach the centre, you're transported up a higher level.

There are three levels. When you go up, so does the spirit, and as you climb up a level the spirit moves faster.

The game runs in four modes:

4, which has a four colour character set, providing you with interesting results. Take special note of the **REDS** indicating where another character has died.

### How to make:

**5-00** set up joystick  
**500-500** set up new game or level  
**500-500** main routine  
**5000-5000** set up spiral maze 4, display and final outputs  
**5000-5000** make  
**5125-5125** way routine  
**5125-5125** redefine characters  
**5127-5127** final display for message  
**5127-5127** level screen  
**5127-5127** set life and game round where caught  
**5127-5127** print MSB information  
**5127-5127** announce, break, halt

### Variables

**LEV** level number  
**LEVEL** (see left)  
**X,Y** position of man  
**CHAR** position of spirit  
**SPRT** spirit's character set which the spirit is  
**S** spirit's movement  
**DE** display for points  
**DEVT** last position of man  
**COLLECT** last position of man  
**USACST** control speed of spirit  
**LC** locate and hold value of score. **FEED** for spirit and man

Notes on subroutine  
**CHARACT** char screen  
**POSITION** position cursor to  
**X,Y** co-ordinates  
**T** top left screen memory address  
**STRAC** str. read screen button  
**FEED** str. read input from joystick port 2  
**SET COLLECT** set back ground colour  
**SET COLLECT** set and window colour  
**SET COLLECT** set and window colour  
**SET COLLECT** set and window colour  
**SET COLLECT** set and window colour

• Remember that on the Atari, characters in *italic* should be entered in inverse





## STAR! PROGRAM

[illegible][illegible]







## Moonsweeper 48K Spectrum £5.95

ChesleySoft, 24 Nap St, London  
EC1

Am I in trouble or is the Silver Dollar an arcade machine? Moonsweeper tells our bewilderment with its frenetic graphics, sound, fast action and intelligence.

Loading takes just under 40 seconds and gives an introductory screen of a warning policeman with you referred to as the foolster. Your task is to find standard laser patterns on laser moons, guided by beards like Chester, Moby, Knight, Ice-cream and Candy Tunnies.

First you must avoid the moonies — exploding when near your boat — and land on a coloured moon. This starts doing the work — shown by radar beam control. You will see two —

destroy faster than you can get up my screen. Then you are shown through the laser to get the speed but take-off to the next moon.

There are four levels of difficulty and options for one or two players, sound on/off and even jigs. The program is compatible with Channel 500, Komplete and Laserline. I couldn't tip' because the sound over the moon and 'Gore' indicator didn't show in space. When down speed your moon is shown firing shoot moon level. Chevrolet has a winner! **5/4**

instructions	100%
playability	100%
graphics	100%
value for money	100%

★★★★★

## Elite 52K BBC £17.95 (disc)

Acornsoft, 104 Main Rd, Cam  
bridge

Trying to reverse this program is the quest available here is like trying to get a yellow in a pot! The program has been loaded as a megaplanet and is certainly not to live up to that role.

The program isn't the whole package, the last fairly hours open to reveal a dialogue menu: last month, a 40 page 'boring' a much referred card, mail, chat, function key only, loading screen and computer only card. Try seeing the back to!

The game is a superb three-dimensional graphics involving graphics like 100000 100%

role playing game. To up to discover a lot of mistakes you can to correct and make a profit as you wander the planets with your weapons.

There are options to do battle with, 22 different types of craft and you even have to buy your own weapons, when you can afford them.

The game is difficult and even when you first start to do it, a single game could last weeks — then, problems for the next game follow. Addictive! This game could wreck relationships of every kind, beware! **5/5**

instructions	100%
playability	100%
graphics	100%
value for money	100%

★★★★★

## Galaxia Amstrad CPC464 £5.95

Lunar Unit 12, Haverhill Park,  
Haverhill Rd, Pangbourne,  
Berks

When a guy there is no input & space in the otherwise well known program which all our agents do via the C, L, E, and + key.

While we suppose of course, all of which will look more and more you, your task is to move a space ship through the galaxies of some distant galaxy. Armed with an unusual multi-directional movement, looking for all the world like an Atari Galaxia. There's a lot, you must destroy the forces of alien. Each for some points for an extraordinary score. Depending upon how far into the game you have moved. There is three levels of play from death to chance.

The well-designed top and sport board and the ability to 'hold' the screen to stop moments, is a well designed improvement on such an addictive game.

The concept is not original but the beauty of the high speed in a side game, with superb colour (right) and an intense use of the Amstrad's power for speed. Features, added to the ability to fire on the move, make it a game apart from all others. Highly recommended **5/4**

instructions	100%
playability	100%
graphics	100%
value for money	100%

★★★★★

# Galaxy of stars

New releases with a theme  
that's out of this world — the  
ever popular space games

## Space Ace 3101 C64 £7.95

On Soft, London, W.C. Deep,  
Lancs, Merks

The best description for this game might be a mixture of Star Trek and Defender. However, the quality isn't up to either of them.

There are two playing modes available. In one mode you have a defender's view of a landscape. You are then seen to fly you and they move to that. While doing this you should keep your fuel levels open high. If you run out of fuel your destruction is assured.

The other playing mode has a new and space. You may move your ship around, but so the enemy and chase. A map shows the positions and headings of you and the enemy planets in the solar system.

A company sales report will give you the current situation, fuel supply, view necessary time, temperature, pressure, etc. The game looks and sounds fairly good but lacks lasting interest. I found that it got very repetitive after only a few minutes. The graphics and sound are not all that outstanding — one of the worst quality found on C64 machines **5/1**

instructions	40%
playability	50%
graphics	60%
value for money	20%

★★★★

## Jet Power Jack Electron £5.95

Program Power, Shepperton, Mdx,  
London, E87 1AD

The setting of this game is more than depressing. Fuel Jack is forced to work on a huge space garage collecting fuel pods for his company.

The game is great fun, though as you control Jack using his control panel, it's hard to manoeuvre than it is on platforms or platforms. There are problems on the form of the 'space junkies' who keep trying to stop him. Another difficulty is his progress is quite slow and only has one minute per lap. There make the game difficult but more exciting.

This game was originally released on the BBC monitor and this is a conversion with improved graphics. Finally, the colours of the BBC version have been retained in this version. This makes the graphics less convincing but does make the game more so that it is a more part of a challenge than the original.

Secondly some of the graphics & characters are different but just in improving. The levels, with five different scenarios, are different and progress from the different to the utterly impossible.

A good game which has long action but not excitement. **5/4**

instructions	100%
playability	100%
graphics	100%
value for money	100%

★★★★★



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**Fourth prize**—Minolta X700 camera with a 50mm lens and flashgun, worth £280

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Just identify the twelve objects pictured opposite

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Modelmaker

Camera Computing  
Photography Models and Video  
24 Computing  
Motor Modelling  
It's Fibre!  
Wiremaker  
Citizens' Band  
Model Boats  
Video Today  
Popular Crafts  
Which Video?  
Your Commodore

and write your (one-word) answers in the spaces provided on the coupon. For instance: if you think the number 8 is a record, write **record** in the space next to 8 on the coupon and so on. Then tell us in up to 20 words why **MAGAZINES**

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- Our name is acknowledged by presenting the completed competition to a local Argus office or to us.



The 12 objects are

1	2	3
4	5	6
7	8	9
10	11	12

Magazines make ideal holiday reading because (write 20 words)

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ADDRESS \_\_\_\_\_

Send to **DREAM HOLIDAY COMPETITION, Argus Specialist Publications Ltd** No 1 Golden Square, London W1R 3AB

HCW



Our hero has done his gold prospecting and is now faced with the hazardous problem of transporting his treasure to the bank. Help him out in this program by Mike Willey

Take a break from violent games and give yourself a rest.

This game requires transitory-robbery. Krazy Kold is our hero and what you have to do is move gold from his mine to the bank. He's finally realized that it pays to save — and also keeps lucky fingers away from his hoards of treasure.

However, poor Krazy is clumsy and has two co-emblems: his hat problems with work — that is, he walks into them. He's also been known to fall down ladders. You must guide him and try to shield him from these pitfalls.

If a disaster occurs and he finds himself in a crumbling heap at the bottom of a ladder, or with a backled nose from head-on contact with a concrete wall, you lose vital points.

Use the arrow keys to move. Watch out for the biggest hazard of all: dramatic substitution in the game, in which you may have to get the package to dig out all the rubble.

#### Variables

- A, Y: CASSETT MOVEMENT
- at: time
- F, G: cave collapse
- d, s: print position
- T: number of gold blocks
- all: total print messages

# There's g the

How it works	
000-100	close screen, define character
000-200	set colors
270-300	set screen and title character
310-350	set title
360-380	title graphics movement
390-400	subroutine for title
410	move data line
420-440	set screen two characters
470-520	variables
540-560	total position of man
570-590	print score
1040-1120	calculate number of points, save full screen, show left view
1130-1140	show left view
1150-1160	show screen, relative distance
1470-1740	draw
1750-1990	fall routine
1990-2000	change character
2000-2170	dig cave routine
2180-2220	rock up gold, reset position of package
2230-2240	gold in bank, message and wait
2250-2260	step in cave routine
2270-2280	collapse routine, sound
2290-2710	end screen, final wait





# old in m thar hills

```

100 CALL CLEAR
110 RANDOMIZE
120 FOR I=1 TO 15
130 READ Z,Z$
140 CALL CHAR(Z,Z$)
150 NEXT I
160 CALL COLOR(1,4,1)
170 CALL COLOR(2,13,1)
180 FOR I=3 TO 8
190 CALL COLOR(I,2,1)
200 NEXT I
210 CALL COLOR(9,2,1)
220 CALL COLOR(10,6,1)
230 CALL COLOR(12,7,1)
240 CALL COLOR(13,11,1)
250 CALL COLOR(14,10,4)
260 CALL COLOR(15,14,1)
270 CALL CLEAR
280 CALL HCHAR(15,3,144,28)
290 CALL VCHAR(3,4,40,12)
300 CALL VCHAR(1,28,40,12)
310 RS="  KRAZY KIDD"
320 T=5
330 GOSUB 550
340 RS="*****"
350 T=7
360 GOSUB 550
370 RS="BY RICK WILLEY"
380 T=11
390 GOSUB 550
400 X=13
410 Y=3
420 CALL HCHAR(X,Y,107)
430 CALL HCHAR(X+1,Y,98)
440 FOR I=1 TO 13
450 Y=Y+2
460 CALL HCHAR(X,Y-2,32)
470 CALL HCHAR(X+1,Y-2,32)
480 CALL HCHAR(X,Y,107)
490 CALL HCHAR(X+1,Y,98)
500 CALL SOUND(40,-6,0)
510 NEXT I
520 FOR I=1 TO 200
530 NEXT I

```

```

540 GOTO 610
550 D=5
560 FOR I=1 TO LEN(RS)
570 CALL HCHAR(I,D+1,ASC(SEG$(RS
,I,1)))
580 NEXT I
590 RETURN
600 RESTORE 1660
610 CALL CLEAR
620 FOR A=1 TO 22
630 READ G,H,J,K
640 CALL HCHAR(G,H,J,K)
650 NEXT A
660 FOR A=1 TO 23
670 READ G,H,J,K
680 CALL VCHAR(G,H,J,K)
690 NEXT A
700 RS="  SCORE"
710 P=2
720 D=1
730 GOSUB 830
740 RS="BANK"
750 P=1
760 D=14
770 GOSUB 830
780 RS="CAVE"
790 P=11
800 D=11
810 GOSUB 830
820 GOTO 870
830 FOR I=1 TO LEN(RS)
840 CALL HCHAR(I,D+1,ASC(SEG$(RS
,I,1)))
850 NEXT I
860 RETURN
870 P=6
880 Q=26
890 SC=50
900 CALL HCHAR(P,Q,101)
910 X=11
920 Y=23
930 L=4
940 CALL HCHAR(X,Y,105)
950 CALL HCHAR(X+1,Y,96)

```



```

960 CALL GCHAR(X+2,Y,S)
970 IF S=32 THEN 1750
980 S=S+ "ASTPASC.C"
990 I=7
1000 FOR I=1 TO LEN(S)
1010 CALL HCHAR(2,I+1,ASC(SEG$(S,I-1)))
1020 NEXT I
1030 CALL KEY(0,S,S)
1040 I=INT(RND*250)+1
1050 IF I<45 THEN 1130
1060 CALL GCHAR(13,13,S)
1070 IF S=100 THEN 1150
1080 FOR D=0 TO 25 STEP 5
1090 CALL SOUND(120,-4,-5)
1100 CALL HCHAR(13,12,100.4)
1110 CALL HCHAR(14,12,100.4)
1120 NEXT D
1130 IF S=59 THEN 1180
1140 IF S=68 THEN 1260
1150 IF S=83 THEN 1390
1160 IF S=88 THEN 1530
1170 GOTO 940
1180 CALL GCHAR(X-1,Y,S)
1190 IF S=32 THEN 2510
1200 S=S-1
1210 CALL HCHAR(X+2,Y,32)
1220 CALL SOUND(40,300,1)
1230 CALL HCHAR(X,Y,106)
1240 CALL HCHAR(X+1,Y,99)
1250 GOTO 1030
1260 CALL GCHAR(X,Y+1,S)
1270 IF S=100 THEN 2610
1280 IF S=32 THEN 2510
1290 Y=Y+1
1300 CALL HCHAR(X,Y,107)
1310 CALL HCHAR(X+1,Y,98)
1320 CALL SOUND(50,-2,1)
1330 CALL HCHAR(X,Y-1,32)
1340 CALL HCHAR(X+1,Y-1,32)
1350 IF P=X+1 THEN 1380
1360 IF O=Y THEN 1370 ELSE 1380
1370 GOSUB 1920
1380 GOTO 1030
1390 CALL GCHAR(X+1,Y-1,S)
1400 IF S=129 THEN 2180
1410 IF S=103 THEN 2280
1420 IF S=32 THEN 2510
1430 Y=Y-1
1440 CALL HCHAR(X,Y,107)
1450 CALL SOUND(40,-1,1)
1460 CALL HCHAR(X+1,Y,97)
1470 CALL HCHAR(X,Y+1,32)
1480 CALL HCHAR(X+1,Y+1,32)
1490 IF T=X THEN 1520
1500 IF U=Y THEN 1510 ELSE 1520
1510 GOSUB 2000

```

```

1520 GOTO 1030
1530 CALL GCHAR(X+2,Y,S)
1540 IF S=32 THEN 2510
1550 S=S+1
1560 CALL HCHAR(X-1,Y,32)
1570 CALL HCHAR(X,Y,106)
1580 CALL SOUND(50,220,1)
1590 CALL HCHAR(X+1,Y,99)
1600 GOTO 1030
1610 DATA 121,FFFFFFFFFFFFFFFF,1
44,FF222222FF888888,129,00000000
00707070,107,FFFFFFFFFFFFFFFF
1620 DATA 105,1038107CBABABAB,1
06,1039123C381C1A1F
1630 DATA 96,9826282828282828,97
,3848888+4423202,98,382422424488
8888,99,3F21110504020101
1640 DATA 40,427643432764342,10
1,0001434428100803,100,BFFBF7FF
ED77FFB
1650 DATA 104,50889CFF989C5A39,1
07,100810389A7C3838
1660 DATA 1,1,121,19,1,34,121,9,
24,1,121,10,24,26,121,7,21,10,12
1,17,7,2,121,12,14,5,129,4
1670 DATA 4,14,144,16,7,14,144,6
,7,22,144,8,10,4,144,13,10,25,14
4,5,13,22,144,5,13,29,144,3
1680 DATA 15,5,100,15,16,5,100,1
5,17,5,100,15,18,4,144,16,21,4,1
44,4,11,5,100,12,12,10,100,7
1690 DATA 16,22,144,8,2,14,103,2
,2,15,103,2
1700 DATA 2,1,121,22,21,10,121,3
,21,29,121,3,2,13,121,5,2,32,121
,32,10,4,144,12,10,22,144,4,8,19
,144,7
1710 DATA 7,22,144,4,14,22,144,5
,13,26,144,5,5,29,144,5,18,29,14
4,4,2,31,40,11,10,3,40,12
1720 DATA 19,28,40,3,14,31,40,10
,21,9,40,3,19,28,40,3,7,21,40,12
,8,18,40,7
1730 DATA 106,50889CFF989C5A39,1
05,103C167DB8F83838,107,103C167D
B8F83838
1740 DATA 108,344E943C3C3C0C0C,1
09,085C889CFC8C8C4C
1750 I=C200
1760 CALL SOUND(40,1,0)
1770 S=S+1
1780 CALL HCHAR(X-1,Y,32)
1790 CALL HCHAR(X,Y,105)
1800 CALL HCHAR(X+1,Y,97)
1810 CALL GCHAR(X+2,Y,S)
1820 IF S=32 THEN 1850
1830 I=1-95

```



```

1840 GOTO 1740
1850 RS="HEY WATCH IT"
1860 FOR I=1 TO LEN(RS)
1870 D=11
1880 CALL HCHAR(23,D+1,ASC(SEGS/
RS,I-1))
1890 NEXT I
1900 SC=SC+10
1910 GOTO 980
1920 RESTORE 1730
1930 FOR I=1 TO 3
1940 READ Z:Z$
1950 CALL CHAR(Z,Z$)
1960 NEXT I
1970 T=13
1980 U=16
1990 RETURN
2000 RESTORE 1740
2010 FOR A=1 TO 2
2020 READ Z:Z$
2030 CALL CHAR(Z,Z$)
2040 NEXT A
2050 FOR S=1 TO 4
2060 FOR I=1 TO 4
2070 CALL HCHAR(X+Y,109)
2080 FOR M=1 TO 50
2090 NEXT M
2095 CALL SOUND(50,-6,0)
2100 CALL HCHAR(X+Y,109)
2110 CALL HCHAR(X+1,Y-96)
2120 NEXT I
2130 CALL HCHAR(X,Y-32)
2140 CALL HCHAR(X+1,Y-32)
2150 Y=Y-1
2160 NEXT S
2170 RETURN
2180 CALL CHAR:105,"103C107F3F7F
3F3A"
2190 CALL HCHAR(X+Y,105)
2200 CALL HCHAR(X+1,Y-1,32)
2210 CALL HCHAR(X+1,Y-1,101)
2220 GOTO 1030
2230 RESTORE 1420
2240 FOR A=1 TO 5
2250 READ Z:Z$
2260 CALL CHAR(Z,Z$)
2270 NEXT A
2280 SC=SC+100
2290 L=L-1
2300 IF L=0 THEN 2410
2310 D=11
2320 CALL HCHAR(23,11,32,15)
2330 RS=" FANTASTIC!"
2340 FOR I=1 TO LEN(RS)
2350 CALL HCHAR(23,D+1,ASC(SEGS/
RS,I-1))
2360 NEXT I

```

```

2370 FOR I=110 TO 1100 STEP 110
2380 CALL SOUND(-200,1,0)
2390 NEXT I
2400 GOTO 980
2410 RS=" GAME OVER ."
2420 D=12
2430 FOR I=1 TO LEN(RS)
2440 CALL HCHAR(23,D+1,ASC(SEGS/
RS,I-1))
2450 NEXT I
2460 FOR I=1600 TO 110 STEP -110
2470 CALL SOUND(-200,1,0)
2480 NEXT I
2490 CALL CLEAR
2500 GOTO 2630
2510 CALL SOUND(100,440,0)
2520 CALL SOUND(150,220,1)
2530 CALL HCHAR(23,11,32,13)
2540 D=12
2550 RS=" OUCH"
2560 FOR I=1 TO LEN(RS)
2570 CALL HCHAR(23,D+1,ASC(SEGS/
RS,I-1))
2580 NEXT I
2590 SC=SC-5
2600 GOTO 1030
2610 CALL CLEAR
2620 PRINT " SORRY!!!!"
" YOU LOST HIM!!!!"
2630 PRINT " YOU SCORED":S
C
2640 PRINT " "
2650 PRINT " DO YOU WANT TO PLAY
AGAIN?":
2660 PRINT " Y OR N"
2670 CALL KEY@:K:=S
2680 IF I=89 THEN 600
2690 IF K=78 THEN 2700 ELSE 2670
2700 CALL CLEAR
2710 END

```









## U.S. SCENE

# Take the guesswork out of buying

If you're tired of guessing when it comes to making hardware and software purchasing decisions, you might be interested in three new books recently released from *Byte Books*. The first, *Microcomputer Buyer's Guide* is a 364-page guide covering over 600 more systems made by over 100 manufacturers. It is geared up to drive, and features many of the latest small-computer and portable. The book discusses new technologies, compares the new desktop machines to existing U.S. products, and contains charts which compare features to performance. The book also includes reviews of manufacturer's software, pricing, a full glossary, and index features.

The second book is called *Terminology and Features Buyer's Guide*. It deals, as a model by model basis, with over 300 units, including those used for graphics as well as text. The book also includes information on data communication products, interfaces, protocols and standards, references on various companies, a glossary of terms, and pricing. It is 320 pages long.

The third book is called *Microcomputer Software Buyer's Guide* and is 332 pages long. This book contains in-depth reviews of best-selling applications programs in the following areas: word processing, financial analysis, communications, data base management, and spreadsheet packages. The book is well illustrated and contains references to the various manufacturers and a complete glossary.

Each of the three books comes a standard for price of \$19.95 and is available through your local book seller or directly from *Byte Books*, Box 2077, 8750 Rockledge Drive, Hill Book Company, 1331 Avenue of the Americas, New York, New York 10020. The guides are excellent, and will work your investigation.



I don't know how much it will cost, but you can get about let your location that Commodore will be out with a 32 bit machine in the next two days. I will be surprised if it is not out by the end of December, but I will be surprised if it is not out by the end of the first quarter of 1985. Why do I think that? Commodore recently bought Amiga Corp. of Santa Clara, California (for \$200 million). Amiga has a computer on the drawing board which was the Motorola 68030 processor, the same one used in Apple's Macintosh. However, the Amiga machine employs three custom chips which give the user the capability to display 60 columns of text on the screen of a regular television with satisfactory clarity.

Early recently, before the things were announced, Commodore's president announced that the firm would soon be debuting a machine with the power of the Macintosh for under \$1000. This is a virtual description of the design.

Jack Tramm, vice president of Commodore to make sure Amiga, is also rumored to be working on a machine with similar capabilities and price. As yet there have been no order confirmed announcements from Commodore as to the date of introduction, the exact features, what other computers the system might be comparable with, the price, or how the unit is to be marketed. Based, however, on two words of the Commodore that worked in the past, it is fairly that the machine will be cost-effective, low in cost, high in features, and will be as good as possible, and give us competitive machines. We'll all be watching what happens. And of course, I'll keep you posted.

Good news week...

Bob Ives, Fairfield, California

# play school on your Micro...

For ORIC I and ATMO5.



A colourful game that makes spelling fun. Even very young children can use the computer to create exciting pictures. As they type in words the objects appear on the screen. By Nigel.



BUY BOTH AND SAVE 50p



A challenging game to develop the reading skills of your child. Any story can be chosen from the reading skills are put to the test in guessing the words. Fun for all ages!



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# CHARTBUSTERS

## BRITAIN'S SOFTWARE CHARTS

by the UK Micro Business Group

### ARCADE

1 Galaxy Thornton Destruction	Orion	Spectrum 10
2 Black Hawk	Creative Games	Spectrum 11
3 Silver Ball	Activision	Spectrum 14
4 Hercules	Imperial	CMS 64 14
5 Moon's Hoof	Orion	Spectrum 17
6 Scorpions' Nest	Elite	Spectrum 18
7 Palace Guard II	Virgin	CMS 64 18
8 Avolon	Harvard	Spectrum 19
9 Decathlon	Activision	CMS 64 19a
10 Silver Ball	Activision	CMS 64 19

### NON-ARCADE

1 MAMEX	Microbusiness	Spectrum 11
2 David Copperfield Valley	Big Byte	Spectrum 11
3 Lords of Midnight	Beynon	Spectrum 13a
4 Star Trader	Big Byte	Spectrum 13a
5 American Football	Wind Games	Spectrum 14
6 Chameleon	Microbusiness	CMS 64 17
7 Turtles	Quadrant	CMS 64 17
8 John Roper	U.S. Gold	CMS 64 18
9 Jet Traffic Control	Micro-Gem	Spectrum 17
10 Hangaround	Microbusiness	Spectrum 18

Compiled with the assistance of Britain's leading software distributors, including: Pinnacle, SDL, FCE, Websters, PCS and Software Centre.

### SPECTRUM

1 Galaxy Thornton Destruction	Orion	Spectrum 10
2 Black Hawk	Creative Games	Spectrum 11
3 Silver Ball	Activision	Spectrum 14
4 Hercules	Imperial	CMS 64 14
5 Moon's Hoof	Orion	Spectrum 17
6 Scorpions' Nest	Elite	Spectrum 18
7 Palace Guard II	Virgin	CMS 64 18
8 Avolon	Harvard	Spectrum 19
9 Decathlon	Activision	CMS 64 19a
10 Silver Ball	Activision	CMS 64 19

### COMMODORE 64

1 Galaxy Thornton Destruction	Orion	Spectrum 10
2 Black Hawk	Creative Games	Spectrum 11
3 Silver Ball	Activision	Spectrum 14
4 Hercules	Imperial	CMS 64 14
5 Moon's Hoof	Orion	Spectrum 17
6 Scorpions' Nest	Elite	Spectrum 18
7 Palace Guard II	Virgin	CMS 64 18
8 Avolon	Harvard	Spectrum 19
9 Decathlon	Activision	CMS 64 19a
10 Silver Ball	Activision	CMS 64 19

### ORION 32

1 Galaxy Thornton Destruction	Orion	Spectrum 10
2 Black Hawk	Creative Games	Spectrum 11
3 Silver Ball	Activision	Spectrum 14
4 Hercules	Imperial	CMS 64 14
5 Moon's Hoof	Orion	Spectrum 17
6 Scorpions' Nest	Elite	Spectrum 18
7 Palace Guard II	Virgin	CMS 64 18
8 Avolon	Harvard	Spectrum 19
9 Decathlon	Activision	CMS 64 19a
10 Silver Ball	Activision	CMS 64 19

Compiled by M. S. Smith and Websters. Figures in brackets are last week's positions.

### VIC-20

1 Galaxy Thornton Destruction	Orion	Spectrum 10
2 Black Hawk	Creative Games	Spectrum 11
3 Silver Ball	Activision	Spectrum 14
4 Hercules	Imperial	CMS 64 14
5 Moon's Hoof	Orion	Spectrum 17
6 Scorpions' Nest	Elite	Spectrum 18
7 Palace Guard II	Virgin	CMS 64 18
8 Avolon	Harvard	Spectrum 19
9 Decathlon	Activision	CMS 64 19a
10 Silver Ball	Activision	CMS 64 19

### BBC

1 Galaxy Thornton Destruction	Orion	Spectrum 10
2 Black Hawk	Creative Games	Spectrum 11
3 Silver Ball	Activision	Spectrum 14
4 Hercules	Imperial	CMS 64 14
5 Moon's Hoof	Orion	Spectrum 17
6 Scorpions' Nest	Elite	Spectrum 18
7 Palace Guard II	Virgin	CMS 64 18
8 Avolon	Harvard	Spectrum 19
9 Decathlon	Activision	CMS 64 19a
10 Silver Ball	Activision	CMS 64 19

### ZX81

1 Galaxy Thornton Destruction	Orion	Spectrum 10
2 Black Hawk	Creative Games	Spectrum 11
3 Silver Ball	Activision	Spectrum 14
4 Hercules	Imperial	CMS 64 14
5 Moon's Hoof	Orion	Spectrum 17
6 Scorpions' Nest	Elite	Spectrum 18
7 Palace Guard II	Virgin	CMS 64 18
8 Avolon	Harvard	Spectrum 19
9 Decathlon	Activision	CMS 64 19a
10 Silver Ball	Activision	CMS 64 19



# Show me the way to go home

**You're lost in the jungle. Use your head to get yourself back to base — but don't hang about or all kinds of creepy crawlies will eat you for dinner! By HCW regular, Steve Lucas**

You're at the top of an expedition and you are lost. You must find your way back to the computer where your friends are anxiously awaiting you.

The normal tropical hazards will force you — such as crocodiles and other vicious beasts. What you have to do is find your way back by means of key-word commands, such as "light lamp" (Use your own wits to get you out of this one).

To move around, use N, S, E, W. Words underlined indicated

look, examine, inventory, score, lose, drop, pick, lift, take, get, hold, melt, turn, grab, help, say, talk, throw, dig, wait, sleep, fill, pump, climb, cut, open, read, unlock, down, go, in, out, up, eat, drink, run, sell.

Most of the fun of an adventure game comes from solving the problems yourself. Only read these tips if you are desperate.

- 1 You can cut your way through thick undergrowth if you have a sharp knife. To discover, you might be able to find one more.
- 2 The plank will be useful if you want to avoid falling into the pit.
- 3 You should be able to throw some logs to build a raft if you can find a broken wheel, a piece of wood and a strong rope.
- 4 If you can find the key you should be able to unlock the door to the laboratory.
- 5 Watch out for the crocodile. You can't kill it with your bare hands.
- 6 You can swim across the river in one place only. There are many crocodiles and you will need a raft to cross.

**How it works**  
 128K standard variables  
 45-128 main control loop  
 128-240 describe locations/objects  
 240-320 describe objects  
 320-340 input action  
 340-350 call appropriate sub-routine  
 350 end game  
 350-390 data for game  
 390-410 subroutines for actions

**Variables**  
 a location  
 action flag  
 at 128-130 input string and subroutines  
 c object holds map  
 g 255 check whether you is in room  
 i number of object  
 loc pointer to object's location  
 objid locations  
 objid objects  
 objid words understood  
 r a list of object variables

**What it puts out**  
 The main sub-loop you will encounter when entering the program is run on when finished in by the program. Add to it is converted to LIT as well as the 101, while 101 to 101 is converted to 101.  
 PGM and END are used to show background and back ground colors.

The main control loop could be replaced by a REPEAT UNTIL loop or a WHILE UNTIL loop if available.

Other more subroutines should be for the map, the map.



## PROGRAM

```

10 BORDER 2: MAPPER 1: DSK 1: LET y=0
20 LET aa=0: LET ab=0: LET ac=0: LET ad=0: LET ae=0: LET af=0: LET ag=0: LET a
b=0: LET ah=0: LET ai=0: LET aj=0: LET ak=0: LET al=0: LET am=0: LET an=0: LET p
=1
30 DIM g(124,80): DIM q(130,100): DIM s(24,40): DIM v(12,100): DIM b(130): DIM n
(330,40): DIM a(330)
40 PRINT TAB 10;"L o a t"-"an adventure game by Steve Lucas"
50 PRINT "Please wait a moment: FOR x=1 TO 24: READ g(x): FOR y=1 TO 4: RE
AD a(y): NEXT y: NEXT x
60 FOR x=1 TO 14: READ q(x): READ b(x): NEXT x: FOR x=1 TO 14: READ v(x): RE
AD s(x): NEXT x
200 IF p=0 AND q(1) THEN LET x=1: fall into a deep pit: GO TO 1730
205 LET aa="": LET ab=""
210 PRINT "I am a" q(x): LET ad="": IF s(p,1) THEN LET ad="North"
220 IF s(p,2) AND LEN ad=0 THEN LET ad="South"
230 IF s(p,3) AND LEN ad=0 THEN LET ad="East"
240 IF s(p,4) AND LEN ad=0 THEN LET ad="West"
250 IF s(p,5) AND LEN ad=0 THEN LET ad="North, West"
260 IF s(p,6) AND LEN ad=0 THEN LET ad="West"
265 PRINT "I can go a" ad: LET ac=0: FOR i=1 TO 14: LET p=0: IF b(i)=p THEN
LET p=i
270 IF p=1 THEN GO TO 300
275 NEXT i: GO TO 330
300 IF ac=0 THEN PRINT "I can see a"
310 PRINT q(x): LET ae=i: GO TO 270
320 IF p=1 THEN PRINT y
330 INPUT "What do I do now" i: IF LEN i=1 THEN LET b=i+4: GO TO 33
340 IF LEN i=3 THEN LET b=i+1 TO 33
350 GOSUB 400 IF b="look" THEN PRINT "I can't see anything special"
360 IF b="eat" THEN PRINT "this isn't a game you know"
370 IF b="a" AND s(p,1) THEN LET p=i+1: GO TO 300
380 IF b="s" AND s(p,2) THEN LET p=i+2: GO TO 300
390 IF b="e" AND s(p,3) THEN LET p=i+3: GO TO 300
400 IF b="w" AND s(p,4) THEN LET p=i+4: GO TO 300
410 IF b="down" OR b="up" THEN GO SUB 500
420 IF b="dr" THEN PRINT "I see nothing to drink"
430 IF b="eat" THEN PRINT "I'm not hungry"
440 IF b="up" OR b="go up" THEN GO TO 1840
445 IF b="out" OR b="go out" THEN GO TO 1930
448 IF b="in" OR b="go in" THEN GO TO 1880
449 IF b="down" OR b="go down" THEN GO TO 1740
447 IF b="left" THEN GO TO 1790
450 IF b="right" THEN GO TO 1850
455 IF b="go" THEN GO TO 1770
460 IF b="out" THEN GO TO 1760
461 IF b="in" THEN GO TO 1830
465 IF b="see" THEN GO TO 1800
467 IF b="dr" OR b="f" THEN GO TO 300
470 IF b="eat" THEN PRINT "O.P." PAUSE 50: IF p=12 THEN LET p=13: PRINT "th
a left comes to rest": GO TO 300
471 IF b="dig" THEN PRINT "I need a spade"
472 IF b="thr" THEN PRINT "not likely"
473 IF b="saw" OR b="saw" THEN PRINT "nobody listens to me"
480 IF b="hel" THEN PRINT "sorry I haven't a clue"
490 IF b="gra" THEN PRINT "that made me feel better"
494 IF b="saw" THEN GO TO 1845
498 IF b="saw" OR b="saw" THEN GO TO 300
499 IF b="saw" OR b="saw" THEN GO TO 1770
500 IF b="eat" OR b="eat" OR b="gra" THEN GO TO 300
510 IF b="dr" OR b="lee" THEN GO TO 1210
511 IF b="lay" THEN GO TO 1310
512 IF b="see" THEN PRINT "I see nothing"
520 IF p=24 THEN GO TO 300
530 GOSUB 600 PRINT "The end: Well done!" "You have reached base camp and have
solved this adventure." RTDP
570 DATA "at the bottom of a sheer cliff face",0,0,2,0,"on a muddy footpath",

```



```

0,3,1,"in thick undergrowth",0,0,0,2,"at a cave entrance",0,0,5,3,"in a gloomy
cave",0,0,0,4,"by an oak door",5,0,0,0
700 DATA "in a narrow passage",0,0,0,4,"in a laboratory. There is a lizard i
n a cage here",0,7,0,0,"on a straw covered footpath",3,10,0,0,"in a thicket. Str
aw covers the floor. There is a deep pit here",9,10,0,0,"on the banks of a fast
flowing river",10,0,0,0,"on a path in the middle of the river",0,0,0,0
710 DATA "in a sheltered cave",0,14,10,0,"in a steamy swamp",10,0,10,0,"in a st
eamy swamp",10,15,10,14,"in a steamy swamp",10,15,17,10,"in a steamy swamp. A ro
pe hangs down from a tree",0,0,0,14
720 DATA "at the top of a rope. There is a monkey here",0,0,19,0,"amongst the
branches of a tall tree. A creeping vine seems to be firmly attached to the tr
ee",0,0,0,10,"on a narrow plateau. A creeper hangs from above",0,0,20,0
730 DATA "in a plateau",0,0,0,20,"on a mountain track. The path falls away to
the West",0,0,20,0,"by a river. There's a camp on the other side",0,0,0,20,"
in base camp",0,0,0,0,"a knife",1,"a plant",7,"a key",9,"a spider",15,"a goat I
sland",10,"a monkey",19,"some bones",10
740 DATA "an axe",5,"a coil of rope",8,"a strange looking plant",4,"a native",1
3,"some paper",30,"a crocodile",23,"Tarsan",14,"knife",1,"plant",2,"wood",2,"key
",13,"spider",4,"lizard",0,"monkey",0,"bones",7,"axe",8,"goat",9,"rope",9
750 DATA "plant",10,"flower",10,"native",11,"paper",12,"piece",12,"crocodile",1
3,"Tarsan",14
760 GO SUB 1170
770 IF 1001 THEN GO TO 200
780 LET a=0: FOR h=1 TO 14: IF b(h) AND b(14-h) THEN LET a=a
790 NEXT h: IF a=0 THEN PRINT "I can't see it here": GO TO 200
1010 IF r=1 THEN LET a=a
1011 IF r=4 THEN LET a=a
1012 IF r=9 THEN LET a=a
1013 IF r=5 THEN LET a=a:"It bites me. It's venom surges through my veins": GO
TO 1730
1020 IF r=6 THEN LET a=a:"It attacks my target": GO TO 1730
1030 IF r=12 OR r=13 THEN LET a=a:"It sprays some poisonous pollen into my face"
: GO TO 1730
1040 IF r=17 THEN PRINT "don't he stupid": GO TO 200
1050 IF r=14 OR r=10 THEN PRINT "how": GO TO 200
1060 IF r=15 OR r=16 THEN LET a=a
1070 LET a=a: FOR d=1 TO 3: IF v(d,1) = " THEN LET v(d)=q(d): LET a=a: LE
T d=d
1080 NEXT d: IF a=0 THEN PRINT "my hands are full": GO TO 200
1110 LET b(14-h)=0: GO TO 200
1120 LET 1001: FOR r=1 TO 10: (1) IF p(r)=0 THEN LET 1001(r)=1: LET 100
1(r)=b(r)
1130 NEXT r: LET r=0: IF 1001(1) < 2 THEN RETURN
1170 FOR h=1 TO 10: IF n(h,1) TO 10: (14) =14 THEN LET r=h: LET r=h
1180 NEXT h: RETURN
1210 GO SUB 1130
1220 IF 1011 THEN PRINT "I can't see a thing": GO TO 200
1230 LET a=a: FOR d=1 TO 3: IF v(d)=q(d) THEN LET v(d)= " : LET a=1
1240 NEXT d: IF a=1 THEN PRINT "I don't have it": GO TO 200
1250 LET b(14-h)=0: IF r=1 THEN LET a=a
1270 IF r=10 OR r=13 THEN LET a=a
1275 IF r=4 THEN LET a=a
1276 IF r=9 THEN LET a=a
1280 IF r=2 AND p=9 THEN LET a=a: PRINT "I slide the plank over the lion trap"
1290 GO TO 200
1310 PRINT "I have a-": LET i=0
1320 FOR h=1 TO 3: IF v(h,1) < " THEN PRINT v(h): LET i=i
1330 NEXT h: IF i=0 THEN PRINT "nothing"
1340 GO TO 200
1360 IF a=1 THEN PRINT "what with ": GO TO 200
1370 IF p=3 THEN PRINT "not here": GO TO 200
1380 IF a=0 THEN LET a=1: PRINT "that's done the trick": LET a(1,2)=0: GO TO
200
1390 IF a=1 THEN LET a=2: PRINT "I cut my way through": LET a(1,3)=4: GO TO 2
00
1400 PRINT "nothing happened": GO TO 200
1410 IF p=17 THEN LET p=10: PRINT "D.L.": GO TO 200
1420 IF p=22 THEN PRINT "It's too far": GO TO 200

```



# PROGRAM

```

1530 PRINT "not here": GO TO 200
1540 IF p=18 THEN LET p=17: PRINT "O.K.": GO TO 200
1540 IF p=19 THEN LET p=20: PRINT "O.K.": GO TO 200
1570 IF p=21 THEN PRINT "I'd need a ladder": GO TO 300
1580 PRINT "not here": GO TO 200
1600 IF p=21 THEN PRINT "made it": LET p=2: GO TO 200
1610 PRINT "how?": GO TO 200
1620 IF p=20 THEN LET p=19: PRINT "O.K.": GO TO 200
1640 PRINT "not here": GO TO 200
1640 IF p=23 THEN GO SUB 1700: IF ac=1 THEN PRINT "made it": LET p=24: GO TO 2
GO
1670 IF p=11 OR p=12 THEN LET v=1: fall into a deep whirlpool": GO TO 1730
1680 PRINT "don't be ridiculous": GO TO 200
1700 IF ac>1 THEN LET v=1: "The crocodile attacks me": GO TO 1730
1720 CLS : PRINT "aa"
1740 PRINT "I'm dead": STOP
1770 IF p=23 AND ac=1 THEN PRINT "too slow": LET v=1: "it kills me": GO TO 1730
1770 IF p=23 THEN PRINT "O.K.": LET q=13: "a dead crocodile": LET ac=1: GO TO
200
1800 PRINT "not likely": GO TO 200
1820 IF ac=1 THEN PRINT "I see nothing to read": GO TO 200
1840 PRINT "it reads 'Beware of crocodiles'": GO TO 200
1860 IF p=6 THEN PRINT "not here": GO TO 200
1890 IF ac=1 THEN PRINT "The door is locked": GO TO 200
1900 PRINT "O.K.": LET p=7: GO TO 200
1920 IF p=7 THEN LET p=8: GO TO 200
1930 PRINT "not here": GO TO 200
1950 IF ac=1 THEN PRINT "don't be silly": GO TO 200
1960 IF ac=1 THEN PRINT "no key": GO TO 200
1970 PRINT "The key turns and I open the door": LET ac=1: LET v=1: GO TO
200
1990 IF p=6 THEN PRINT "am I be stupid?": GO TO 200
2000 IF ac=1 THEN PRINT "The door is locked": GO TO 200
2020 PRINT "It is already open": GO TO 200
2030 IF p=10 THEN PRINT "not here": GO TO 200
2040 IF ac=1 THEN PRINT "what v=1?": GO TO 200
2050 PRINT "O.K. I now have a pile of logs": LET v=1: LET q=10: "a pile of logs here": GO TO 200
2060 IF p=10 THEN PRINT "not here": GO TO 200
2070 IF ac=1 THEN PRINT "not yet": GO TO 200
2100 PRINT "I build a raft and push it down to the river": LET p=11: LET v=1: "the
ra a raft here": LET ac=1: GO TO 200
2120 IF p=11 THEN PRINT "Don't be silly": RETURN
2130 IF ac=1 THEN PRINT "not yet": RETURN
2140 PRINT "O.K.": LET p=12: RETURN

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